# Player Character Controller Variable Iteration

NOTE: Task progress was initially hindered by an issue with Unity loading the scene correctly; when opening the scene directly through the .unity scene file, the player character controller was not correctly tracking the mouse. After performing some basic diagnostics, it was found that opening Unity first, then pointing it to the project folder fixed the issue. This issue hindered the ability to iterate upon the variables more and, consequentially, it is likely that this will be looked at again in the future.

## Changed Variable Details

Knockback – 925

Reload Speed – 0.275